

**096846**

A game state manager (201) manages the state of an AR game (information that pertains to rendering of each virtual object (102), the score of a player (101), the AR game round count, and the like). An objective viewpoint video generator (202) generates a video of each virtual object (102) viewed from a camera (103). An objective viewpoint video composition unit (203) generates a composite video of the video of the virtual object (102) and an actually sensed video, and outputs it to a display (106). A subjective viewpoint video generator (212) generates a video of the virtual object (102) viewed from an HMD (107). A subjective viewpoint video composition unit (213) generates a composite video of the video of the virtual object (102) and an actually sensed video, and outputs it to the HMD (107).